

Fig. 1

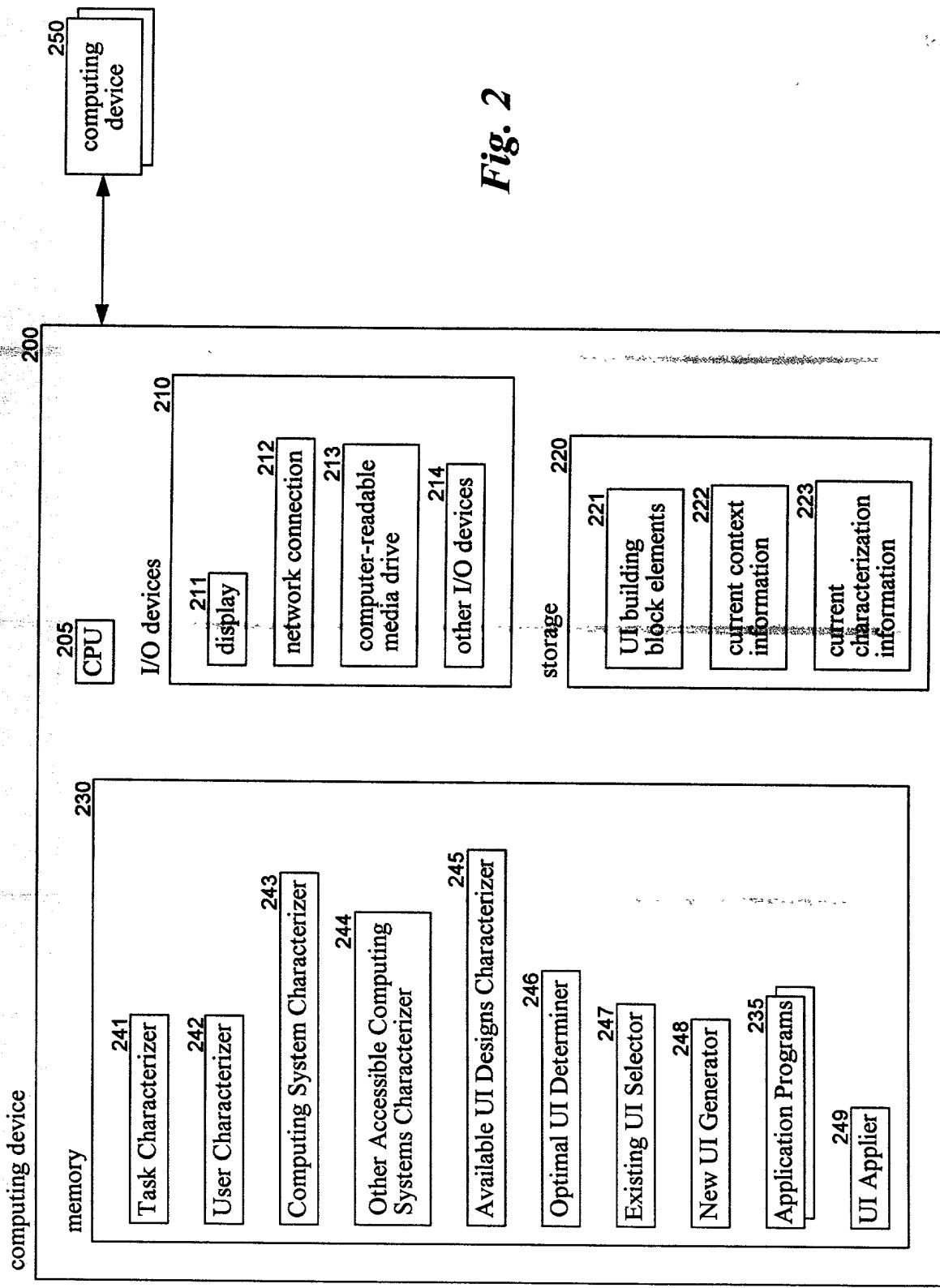


Fig. 2

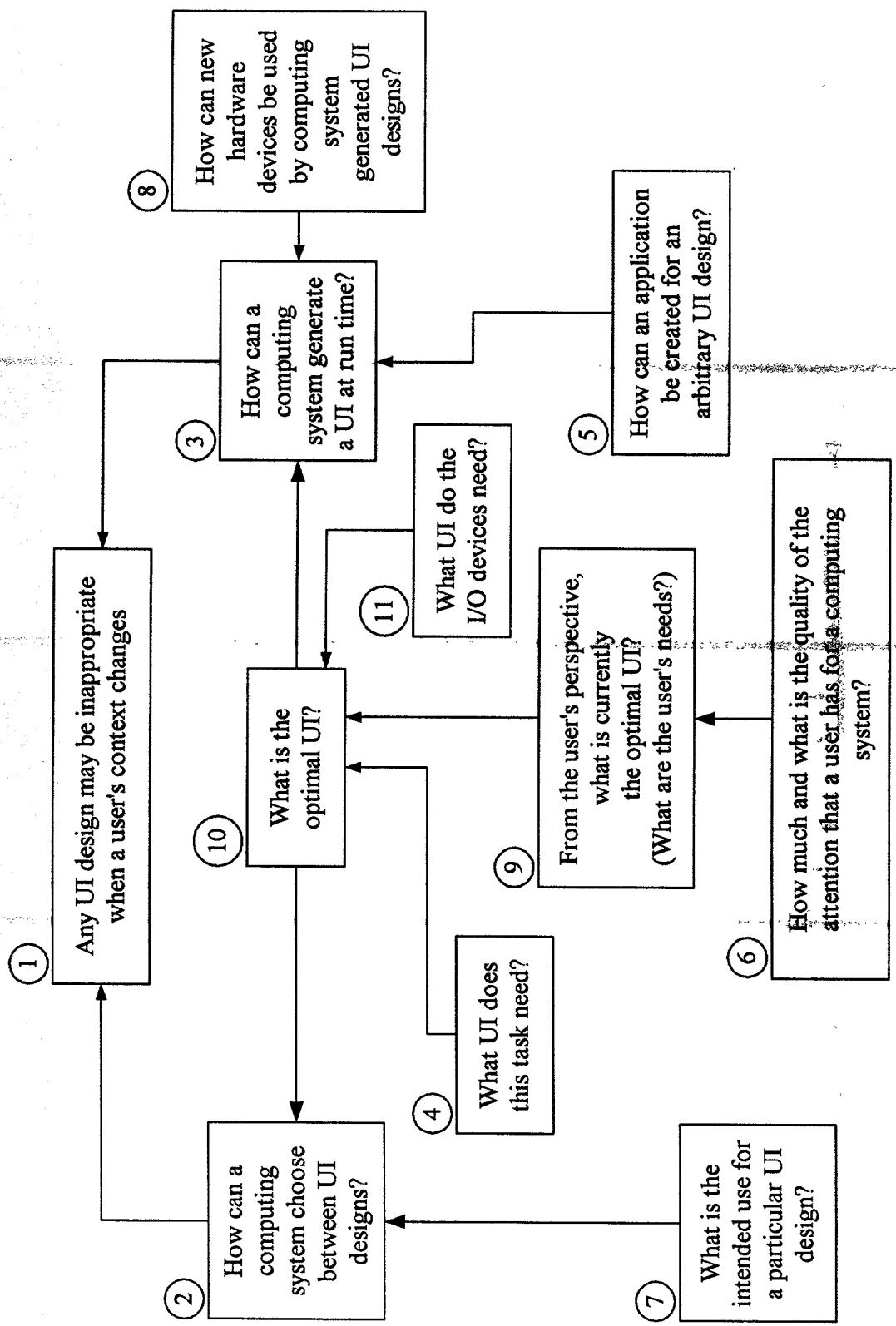


Fig. 3

Optimal UI Requirements

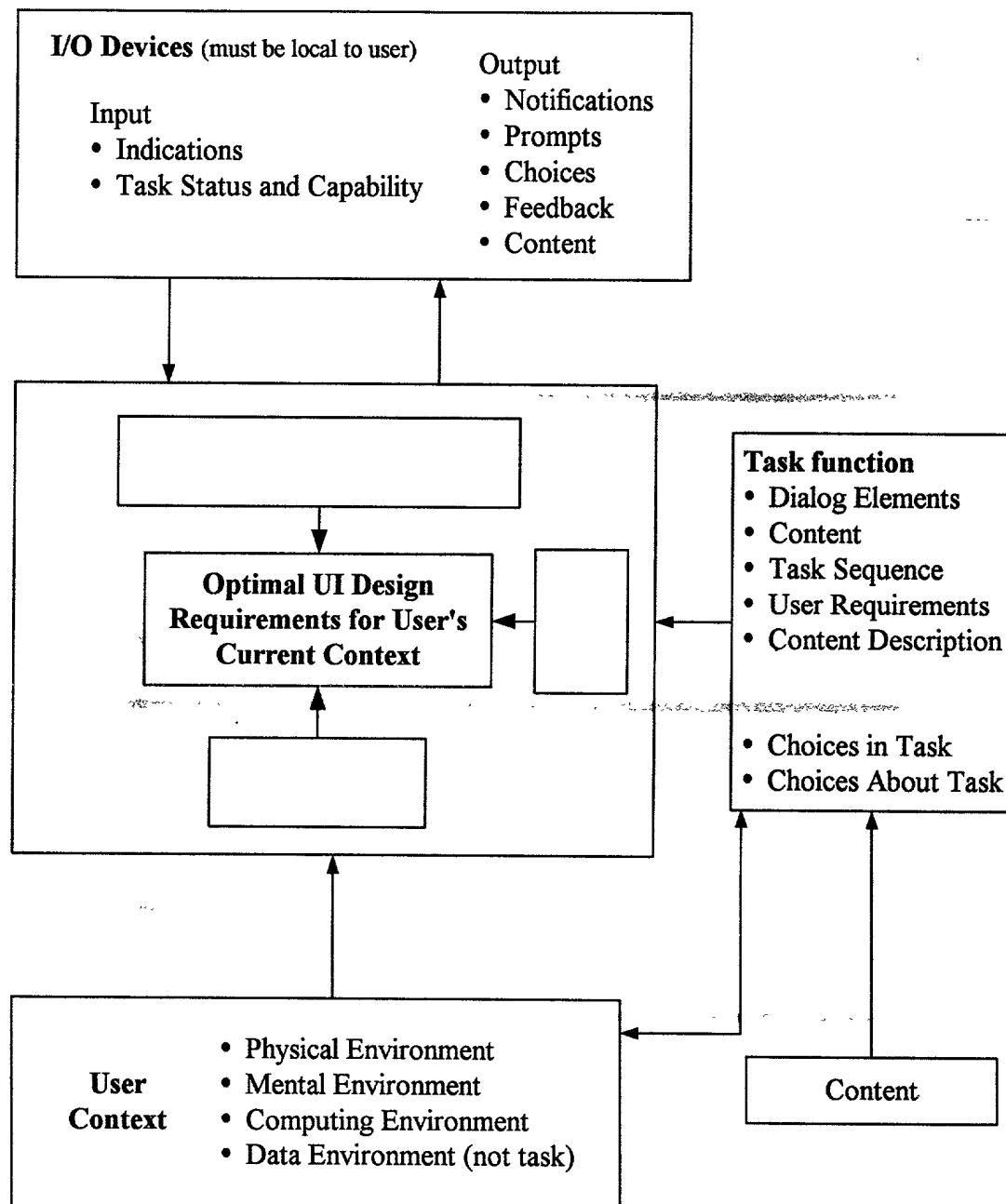


Fig. 4

Design time Run time

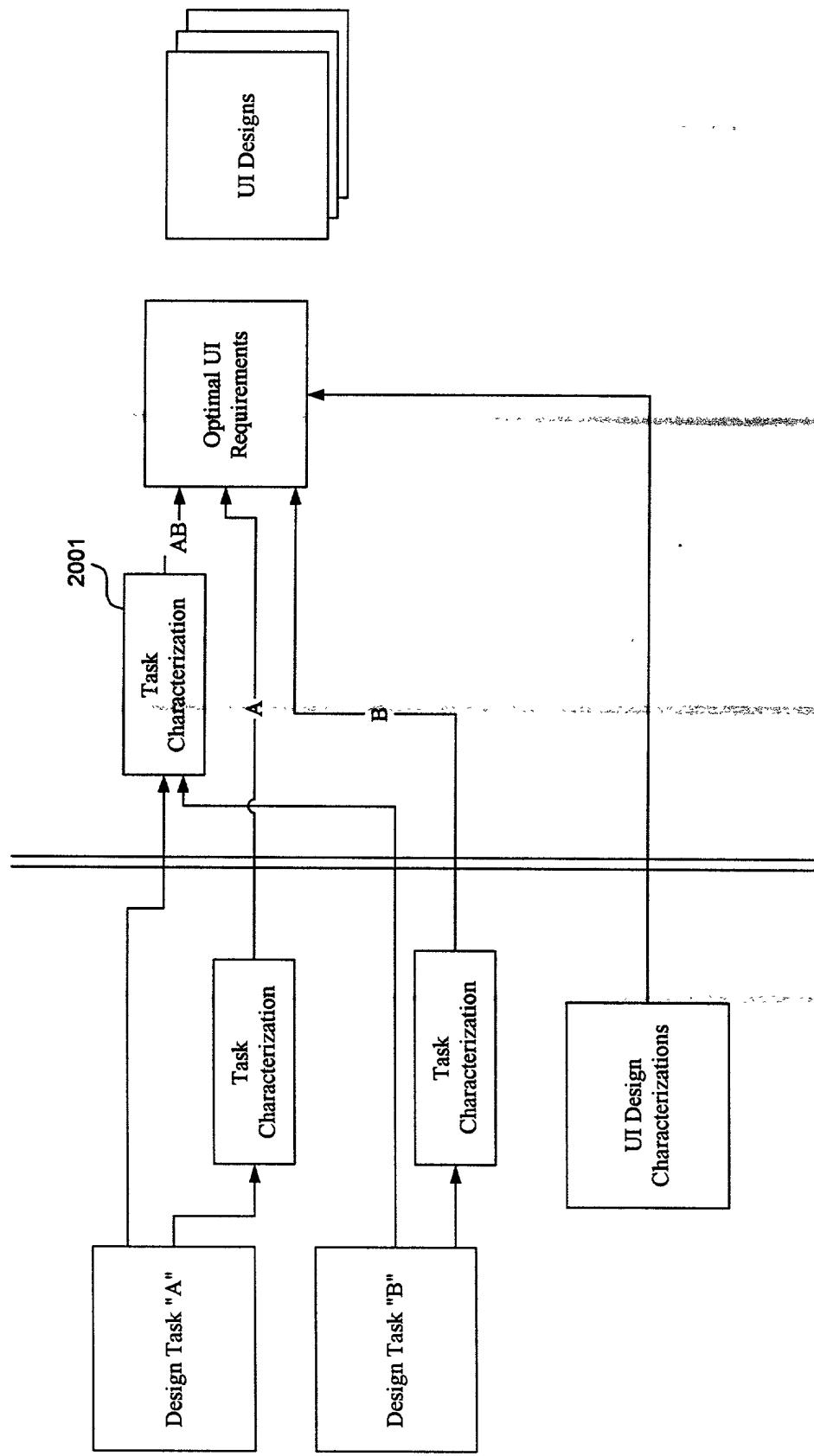


Fig. 5

OPTIMAL CHARACTERIZATION

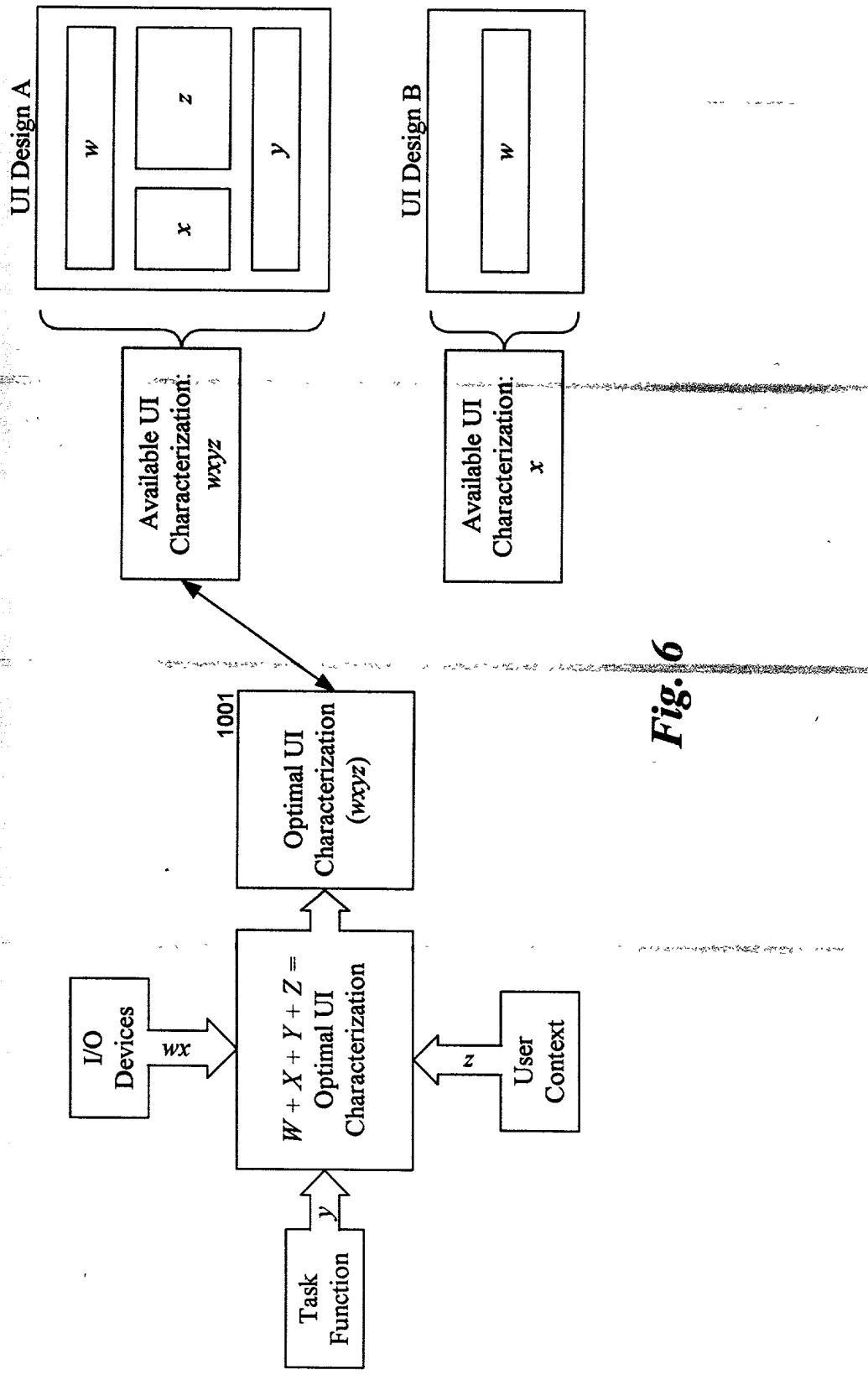
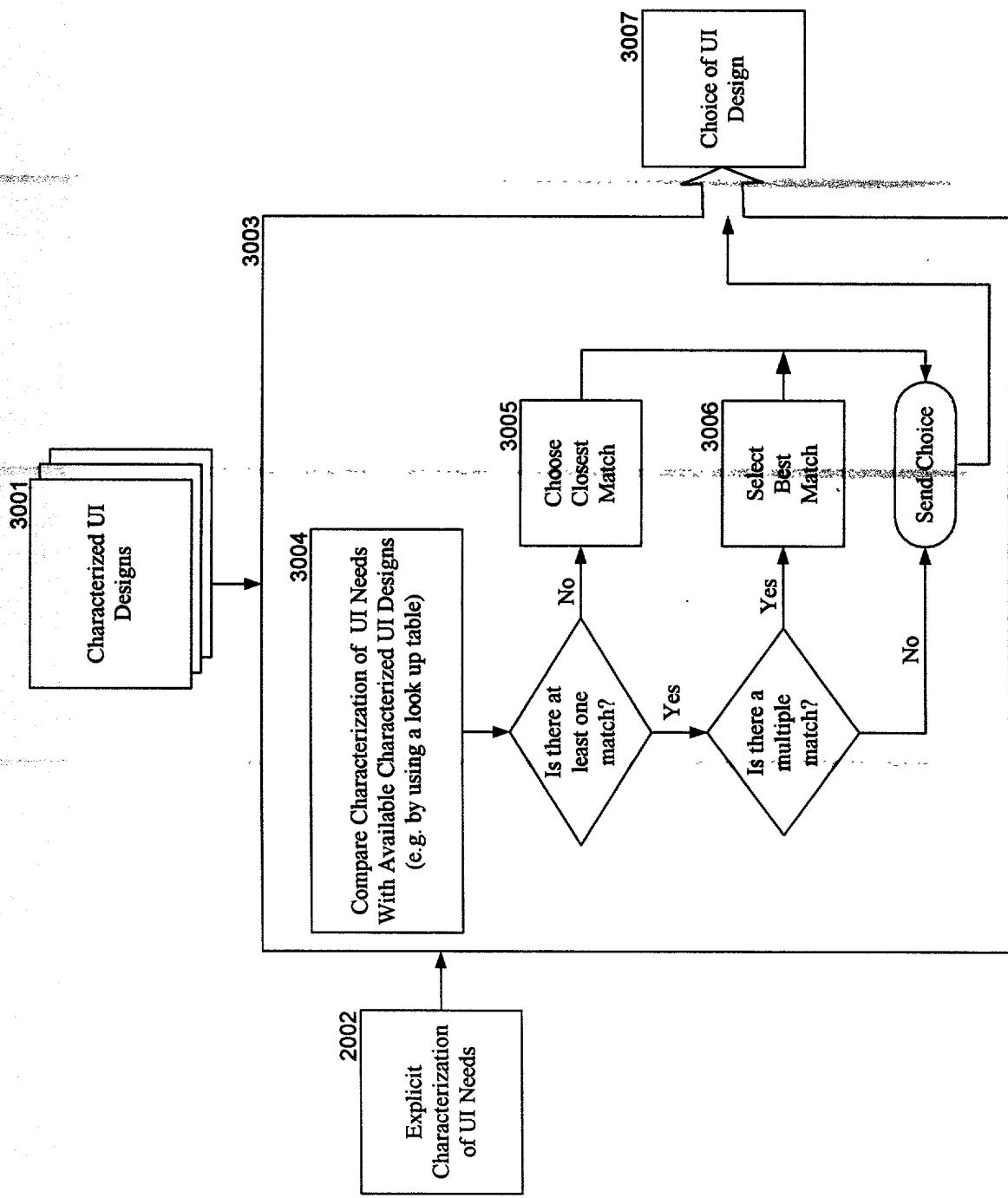


Fig. 6

Fig. 7.



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Design	Input Device	Output Device	Cognitive Load			Safety	Weighted Matching Index
			Privacy	4	21		
A	1	2	3	4	21	10	0005
B	1	3	2	2	21	10	0005
C	2	1	1	1	21	10	0005

Available UI Designs

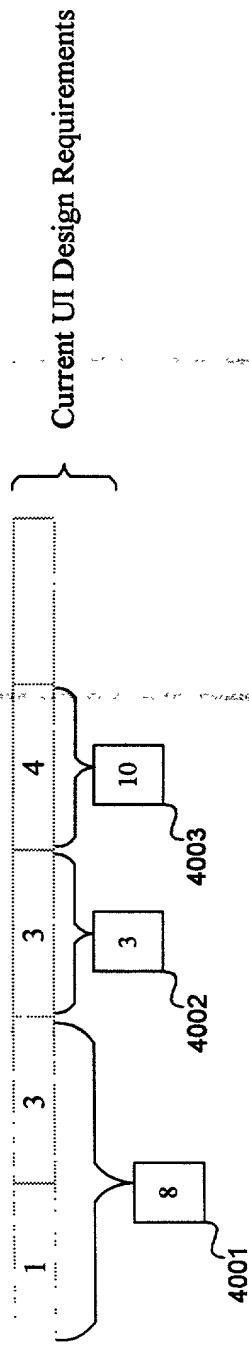
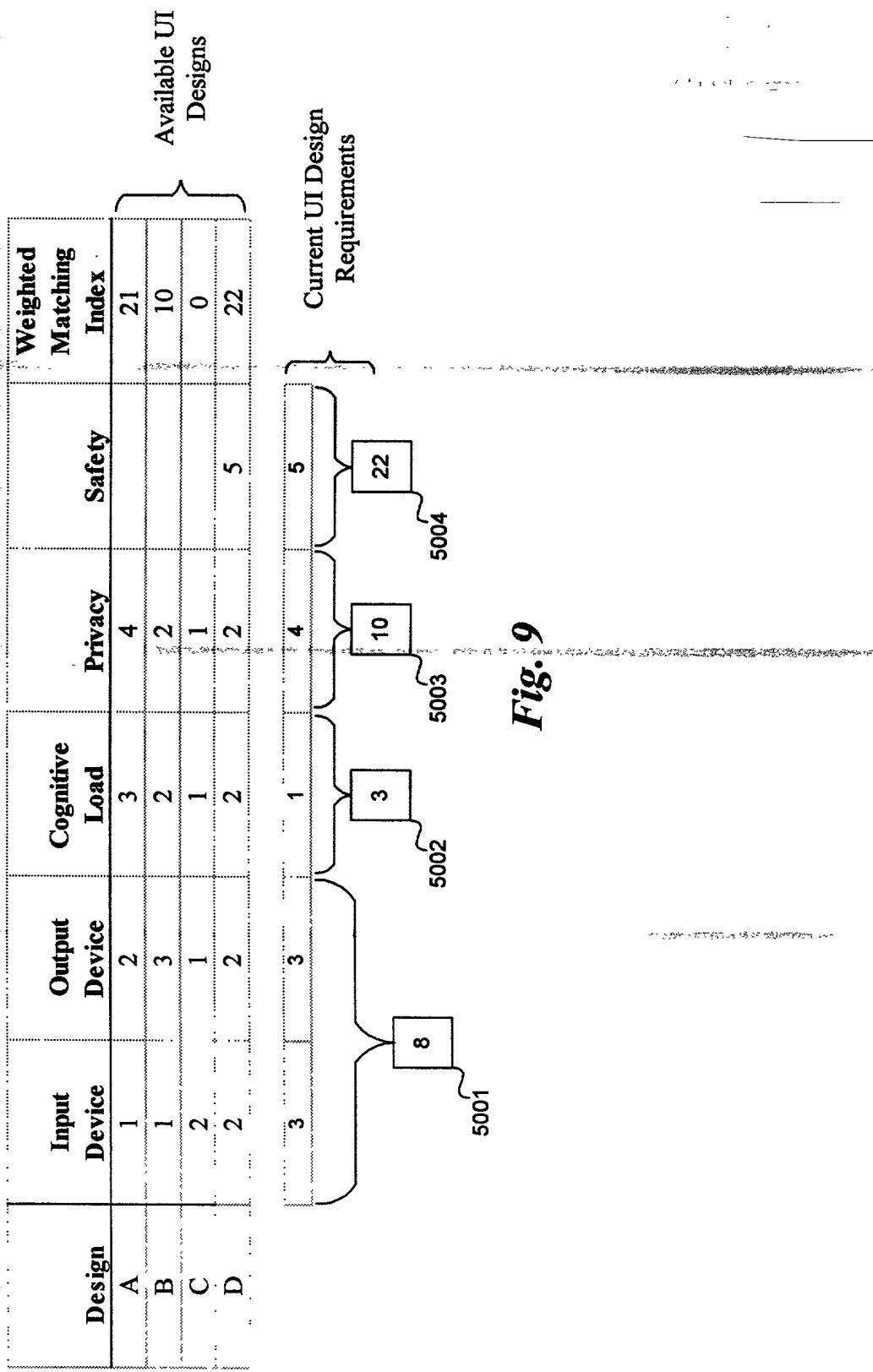


Fig. 8



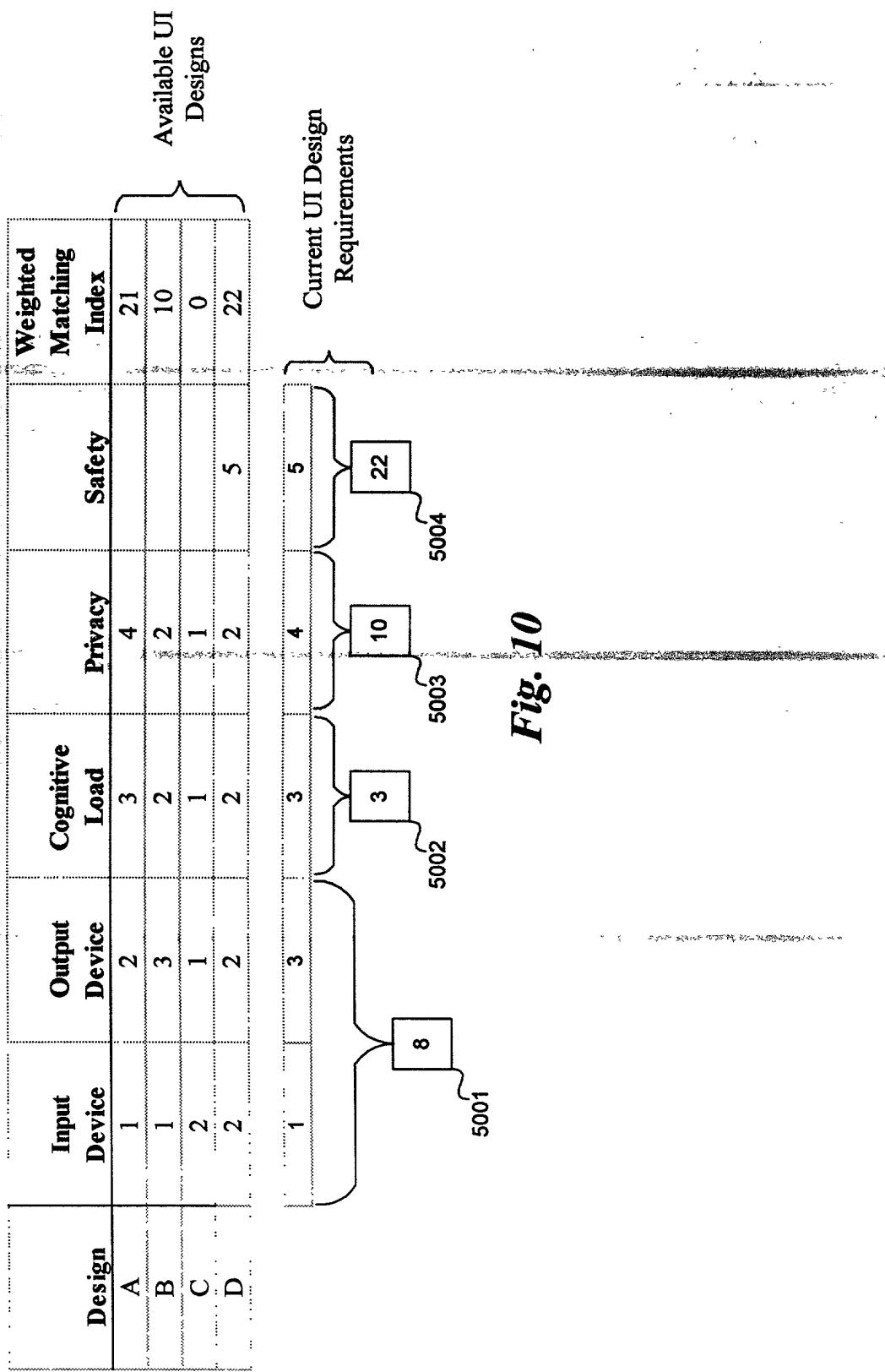


Fig. 10

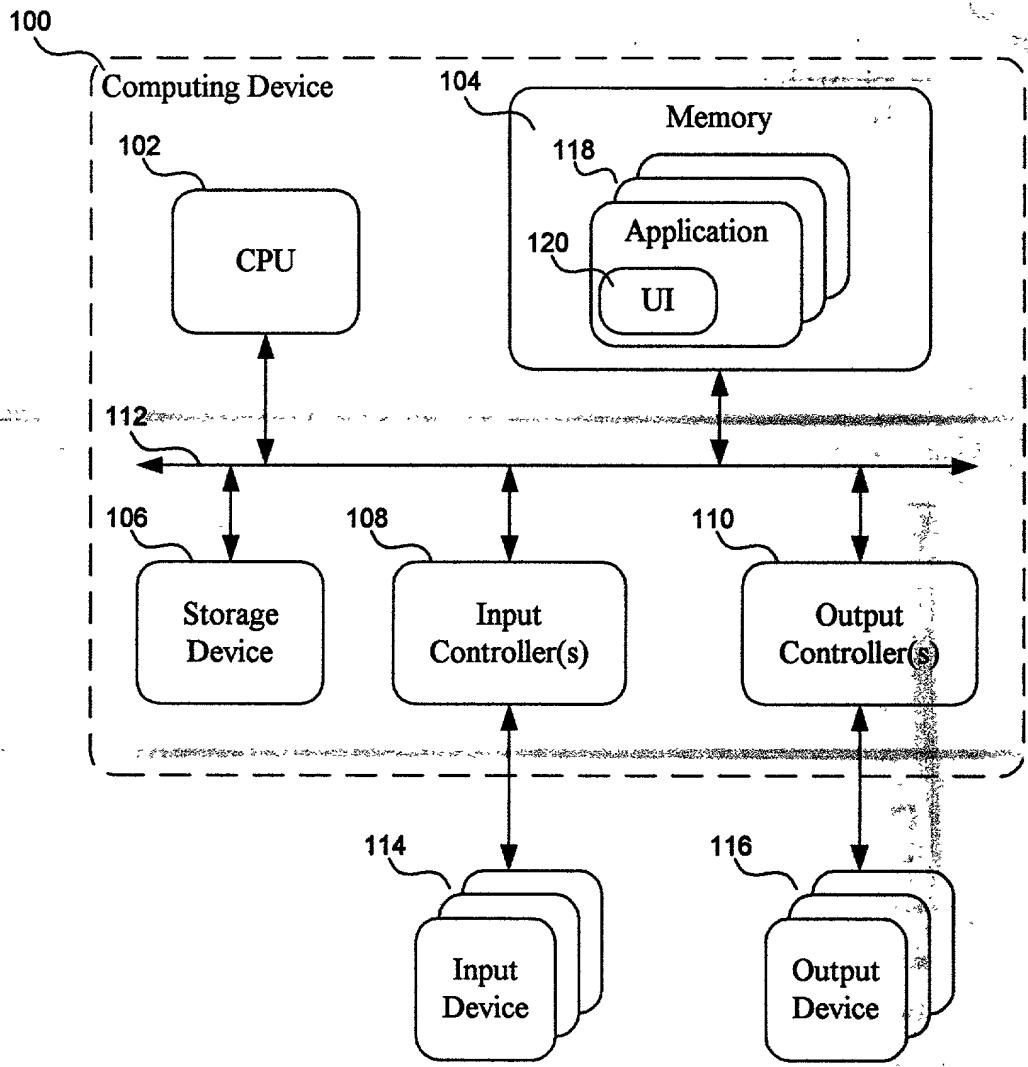


Fig. 11

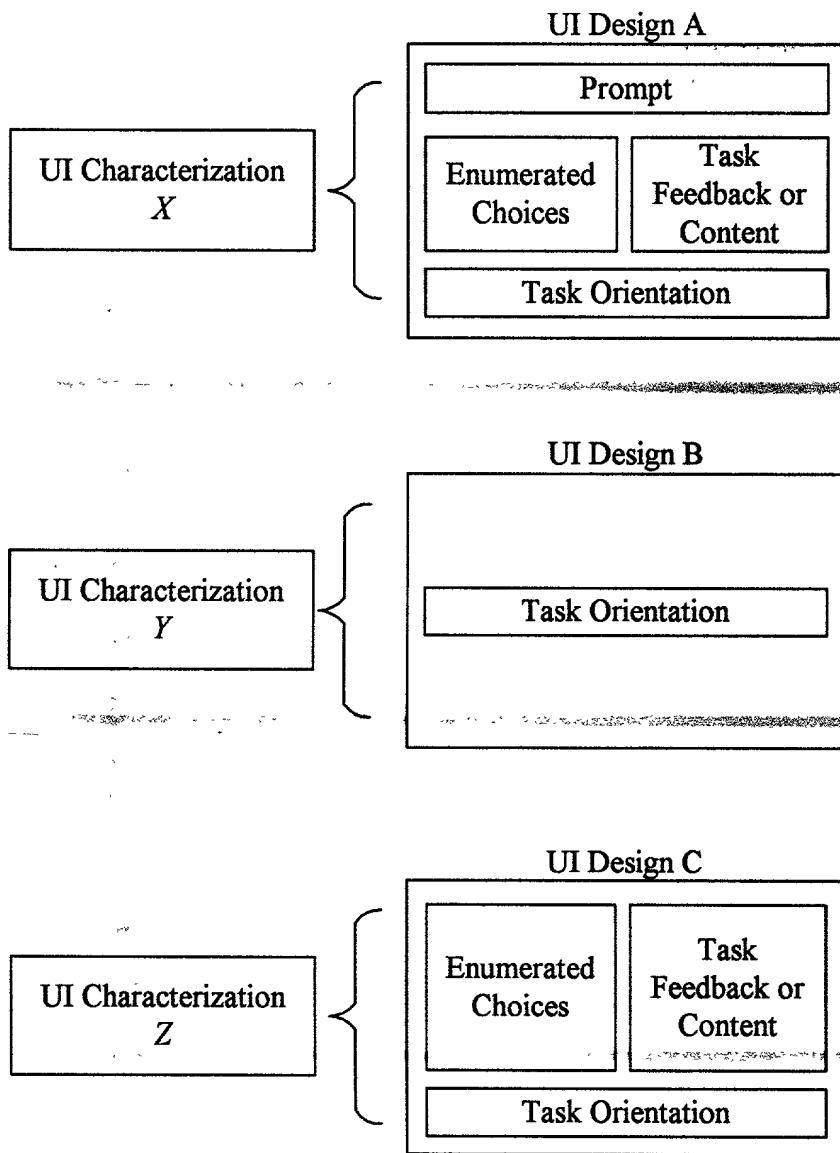


Fig. 12

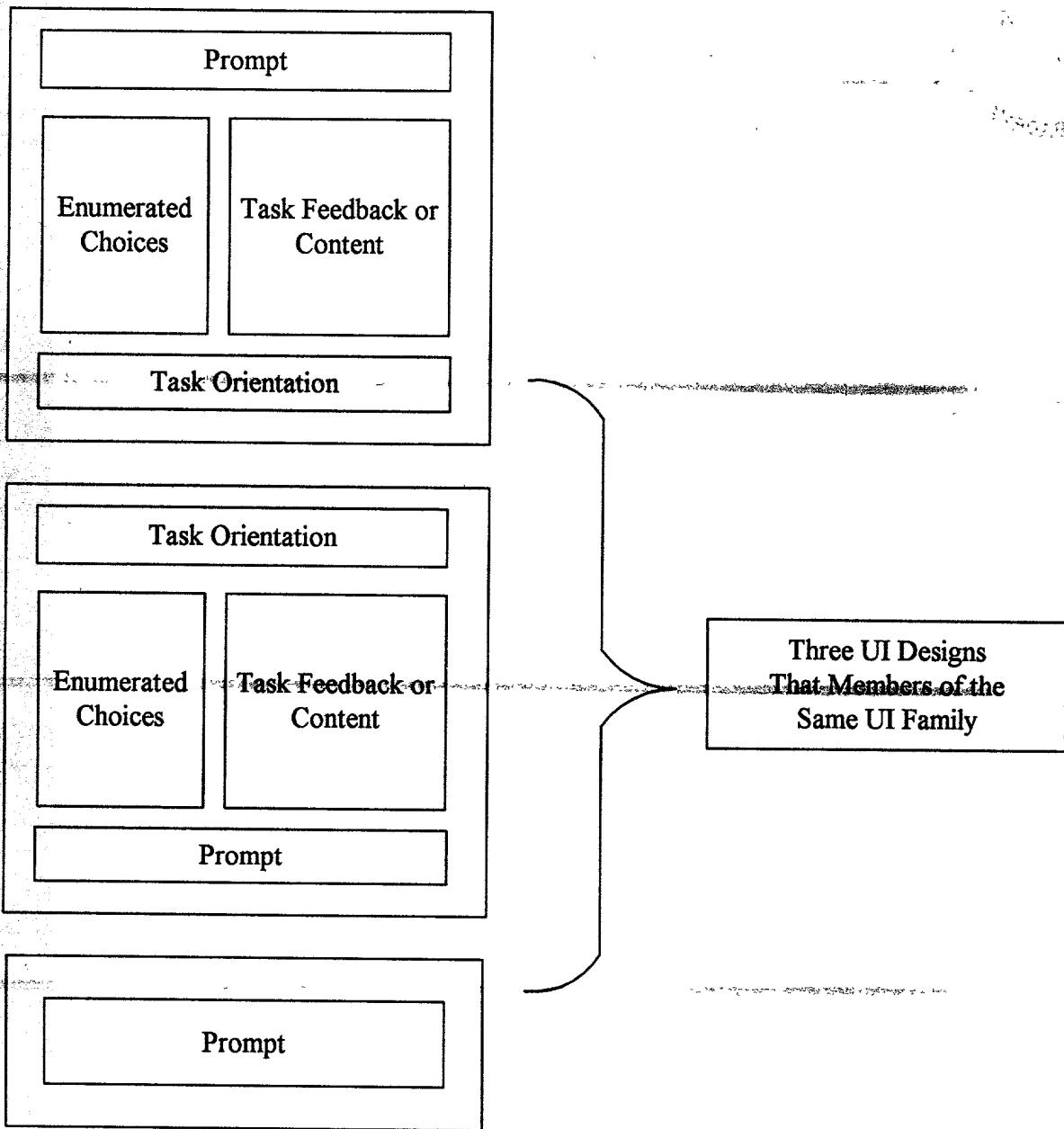


Fig. 13

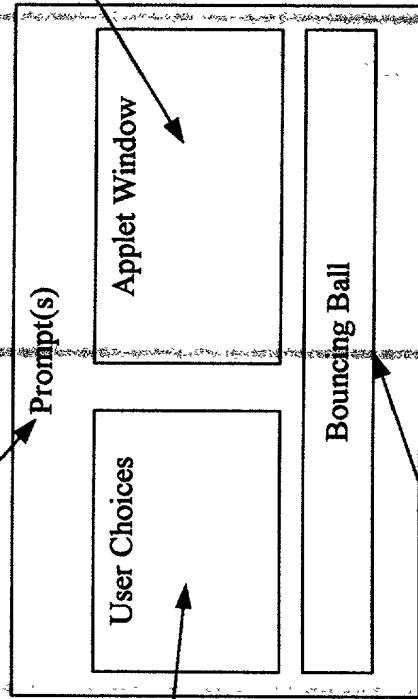
Basic Structure

General UI assumption.
So long as something is specified by the Applet, it's presented by the UIF.

PROMPT(S)
Purpose. The goal plus task. Provide minimal user guidance about what to do next at each step (state) of the Applet. Can be audio, video, LCD, etc.

Format. Under UIF's sole control for look, feel, and interaction. Content of the prompt(s) is provided by the Applet. How the prompt is presented (what combo at audio, video, LCD, etc) is ultimately derived from the CM.

USER CHOICES
Purpose. Provide options for user to choose from to complete each step (state) of the Applet.
Format. Under UIF's sole control for look, feel, and interaction. Choices in the list are received from the Applet. How the choices are presented (e.g., verbally, visually, etc.) is ultimately derived from the CM.



BOUNCING BALL
Purpose. Present all states (steps) of an Applet at once as a "cheat sheet" of what to do or expect next. For those familiar with the Applet, the bouncing ball guides the user through the Applet at a very high level, with a minimum of prompting.

Key	UIF	User Interface Framework
CM	Characterization Module	
Applet	Any software developed to run within the Tangis (Product) environment	

Fig. 14